# Castaways

Naufragos

*You've been shipwrecked on a deserted isle—do you have the wits to survive until a rescue ship arrives? To make it, you'll need to build a camp and explore the interior to reach the summit. From there, you will scan the horizon for sign of a nearby ship. Only then will you be able to make a signal and get rescued!*

*If you are rescued, your tale will be told around the world—but only if you have the best tale to tell! Of course, if you are not rescued, no one will hear your story…*

## OBJECT OF THE GAME

The castaways must work together to survive on the island and signal a passing rescue ship. During the game, you will collect "Story Points". If you are rescued, the castaway with the most Story Points is the winner. If there is no rescue, everyone loses!

## COMPONENTS

- 4 game boards (camp, exploration, and 2-part main board)
- 2 dice
- this rulebook

### Cards

- 127 plot cards (with a number in a circle)
- 12 castaway cards (male and female versions of 6 castaways)
- 5 base camp cards
- 21 basic event cards
- 30 basic remains of the ship cards
- 39 exploration cards, divided into 3 decks: coast (11), interior (18), and heart (10)
- 6 blank "create your own adventure" cards

### Tokens

- 8 action markers ("meeples") in 4 colors: 2x 2x 2x 2x
- 8 cubes in 4 colors: 2 x 2 x 2 x 2 x
- 16 black cubes (for trauma and Salvage)
- 24 white cubes (for injuries and use as markers)
- 16 food tokens
- 16 wood tokens
- 1 white meeple (starting player action marker)

### Tiles

- 39 food tiles (15 fish tiles (13 numeric, 1 jellyfish, and 1 shark) and 24 forage tiles )
- 38 Story Point tiles (called "SP")
- 22 other tiles, including: 2 ropes, 2 sails, 1 starting player, 4 shelters, 1 campfire, 1 sign in the sand, 1 huge bonfire, 1 raft, 1 pantry, 1 dog, 1 goat, 1 canon, 1 May they Rest in Peace and 4 lost tiles )

### GAME BOARDS

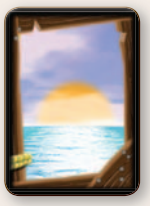




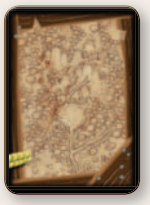
### CARDS



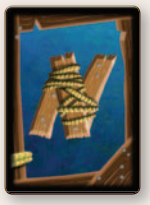
Remains



Event



Base Camp

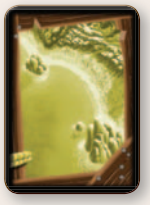


Castaway

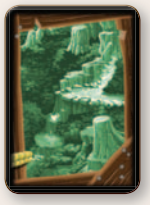



Plot

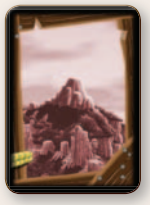
### 3 DECKS



Coast



Interior



Heart

# SETTING UP THE GAME

The game boards show the island where you have washed ashore. The different areas on the board show the many things that you can do on the island (actions, exploration, etc.) and the many things the island can do to you (events, weather, salvage from the shipwreck, etc.).

Place the exploration, camp, and main boards on the table where all players can reach them easily.

Pull out all of the plot cards (with a number in the circle on the upper left side) and sort them by number. Separate the cards with the number "0" and shuffle them. Randomly choose 8 of those (without revealing them) and return the rest to the box.

Divide the exploration cards into the coast, interior, and heart decks (according to their backs). Add the 8 randomly chosen plot cards to the appropriate decks. Shuffle each deck separately and place them on the matching spaces of the exploration board.

Place the rest of the plot cards near the board (you may need them during the game).

Each player chooses a castaway card and takes the 2 action tokens, 2 cubes, and 1 lost tile of his chosen color.

**NOTE: Unless otherwise stated, all cards and tiles are placed face down!**

Place a cube of your color on the highest space of the energy track on your castaway card.




Keep your action markers handy. They will be used to pick your actions each turn.

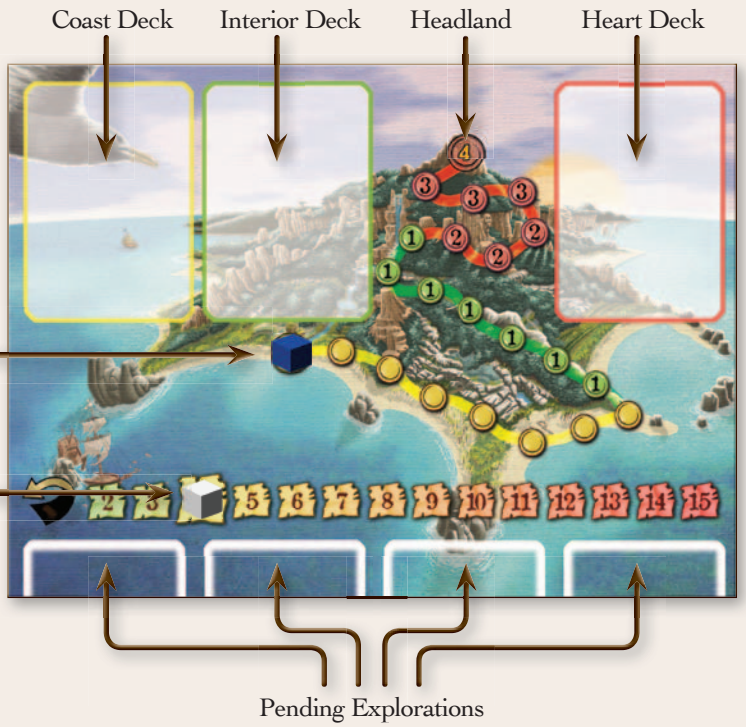
## EXPLORATION TRACK

Place a cube of your color on the starting space of the exploration track. Your cube will show how much of the island you have explored.

## RETURN TO CAMP TRACK

Place a white cube on the "4" space of the return to camp track—this shows how hard it is to find your way back to camp.

## EXPLORATION BOARD



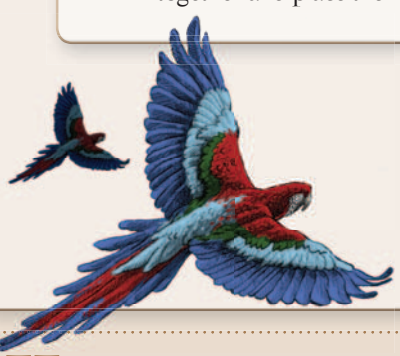

## CAMP BOARD

Place the 5 base camp cards, one per space, on the camp board.

Set aside the Shark tile, then shuffle the rest of the fish tiles together and place them on the Fishing camp card.

Empty Spaces



# MAIN BOARD

**WEATHER**: Place a white cube on the first sunny square of the weather track.

**EVENTS**: If playing with more than 2 players, please remove the basic event cards with the icon on the bottom left. Shuffle the event cards and randomly choose:

- 12 for 4 players
- 15 for 3 players
- 18 for 2 players
- 21 for 1 player.

This creates the event deck. Place it on the matching space of the main board. Return the other event cards to the box (without revealing them).

**SHIPWRECK REMAINS**: Place 6 black cubes on the shipwreck spaces.

Shuffle the basic remains of the ship cards and place them on the matching space of the main board.

**CONSTRUCTIONS**: Place the huge bonfire and sign in the sand tiles on the matching spaces. Make sure the requirements side is showing.




**STORAGE**: Place 1 wood token and as many food tokens as players minus 1 (minimum 1) in the storage.

Shuffle the forage tiles. Take as many tiles as the number of players and place them in the forage box.

Place the rest of the forage tiles near the board (any time you add forage tiles to the box, take them from here).

## BASIC ACTIONS

- (A) Forage
- (B) Wood
- (C) Diary
- (D) Salvage
- (E) Light Csmpfire
- (F) Build
- (G) Explore
- (H) Rest
- (I) Camp Action

Sort the shelter tiles in order and place them in a stack with the "4" tile at the bottom of the stack (4, 3, 2, 1). Make sure the requirements side is showing.

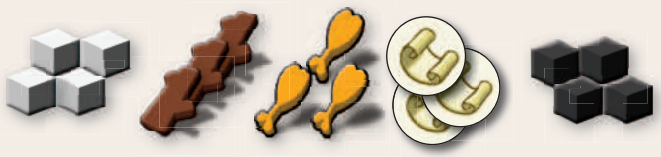
The black "**?**" space is used for other constructions that you may find as you explore the island.

**FIRE**: Place the campfire tile in the campfire space with the burning side face down.

## OTHER SPACES

- (1) Sign in the Sand
- (2) Huge Bonfire
- (3) Other Tiles
- (4) Shelter

Place the dice, black and white cubes, SP tiles, food tokens, and wood tokens within easy reach.



Decide who will be the starting player by drawing lots. The starting player takes the starting player tile and action marker (white meeple).



# CASTAWAY CARDS AND ENERGY LEVELS

Before the game begins, you will choose one of the 6 different castaways. Each castaway has a unique ability that will help you survive on the island. There are male and female versions of each castaway: **two castaways with the same abilities cannot be chosen.**

On the right side if your castaway card is your energy track. You always start the game with your full, maximum energy, which will decrease as you perform actions and will increase with rest and food. Use a cube of your color to mark your current energy during the game.

Your energy level can never be less than zero. If you need to lose energy and you have none to lose, your castaway suffers an injury—place a white cube in the highest space of your energy track. If this happens again, you must place another white cube in the second highest space, and so on. In this way, injuries temporarily reduce your maximum energy until you recover.

NOTE: If you lose 2 or more energy at the same time, you still only receive 1 injury.

Injuries may become serious trauma. If this happens, replace the top white cube on your energy track with a black cube. Traumas (and the loss of energy) are permanent!

If you need to place an injury on the "0" space of your energy track, your highest injury becomes trauma instead.

If you ever receive a fourth trauma, your castaway dies!

NOTE: If your energy is 0, you can't take any actions or choose any options that cost you energy.

## DEATH OF A CASTAWAY



If a castaway receives his fourth trauma, he will die. In this (unlikely) event, your marker is removed from the exploration track and any objects you have are divided among the other players, who choose objects one by one beginning with the starting player. The only exception is if your castaway is killed while exploring the island alone, in which case all of your belongings are lost.

Clara started the game with 6 energy. However, after an exhausting hunt for food her energy is reduced by 2 points, leaving her with 4 energy.



During an exploration, Clara sprains her ankle, and suffers an injury. She places a white cube in the top box (6) of her energy track. Clara won't be able to use that space again until the injury is healed (and the cube is removed).



Later, Clara is attacked and receives 2 more injuries. These injuries cover the numbers "5" and "4" on her energy track, pushing her energy marker downwards. Now Clara can't recover any energy, since her injuries are blocking her energy track. She really needs a rest!



Clara now has 6 injuries. Sadly, she receives another one. Since she can't push her energy marker any lower, she must replace her top injury with a trauma.




## STRENGTH



Sometimes, you will need to make a strength roll: Roll 1 die and add the strength modifiers on any cards you (or your group) own. You will need to make a strength roll if you encounter something hostile on the island, but it is also used to resolve arguments between the players. If a strength value appears on a plot card, **the card's total strength is listed** (do not roll a die and add it to the card's strength). In case of a tie, the defender wins.





Energy is one of your most important resources in *Castaways*. It is used for everything: getting food, building, finding firewood, recovering remains from the shipwreck… There will be moments when you are exhausted (0 energy), and your only available options will be to write in your diary or rest. You should always try to have more than 0 energy at the start of a turn, or your chances of being useful to the group will be very limited!

Remember that injuries can be cured. Try to rest and recover from them before they become trauma and cause a permanent reduction to your energy.

# PLAYING THE GAME

The game is played over a series of *turns*.

The total number of turns in the game depends on the number of event cards. So, a 1-player game will last a maximum of 21 turns, while a 4-player game can only go 12 turns. If a rescue ship has not arrived before the end of the last turn, all players lose the game!

Each turn is divided into 4 phases:

## A) EVENTS

Start the turn by turning over the top event card and resolving the effects:

1. Weather: If the weather icon is a sun, move the weather marker 1 space to the right. If the icon is a storm, move the marker 1 space to the left.
   - If the marker is now on "scorching", all castaways lose 1 energy immediately.
   - If the marker is now on "storm", the campfire is extinguished and you cannot fish this turn.
   - The weather may also affect your return to camp rolls (-1 if the weather is rainy or -2 if there's a storm).
2. Shipwreck: if the number of black cubes on the shipwreck spaces is higher than or equal to the number on the card, **and** there is no black cube in the salvage action space, move one of those cubes to the salvage space.



3. Effect: Follow the instructions on the event card.

NOTE: If all players are lost and the event should affect them, the event has no effect at all.

When you have finished the event, place the card face up on top of the event deck, so all players can see it. Discard it at the start of the next Events Phase.

## PLAY SEQUENCE

**A) EVENTS**

**B) ACTIONS**

- **Starting Player**
- **Castaways in Camp**
- **Lost Castaways**
- **Action Resolution**

**C) SURVIVAL**

- **Feeding**
- **Resting**

**D) END OF TURN**

- **Injuries**
- **Upkeep**






Storm Rainy Foggy 2 x Sunny Scorching

## B) ACTIONS

- **Starting Player (skip this step if the starting player is lost)**: If you are the starting player, place the white action marker on 1 of the Camp cards, and immediately follow the instructions on that card.
- **Castaways in Camp:**
  - The starting player (if he is not lost) now places one of his action markers on one of the action spaces next to the action he would like to perform, followed in clockwise order by the rest of the players who are not lost. After all players have had a turn, the process is repeated again to place your second action marker.
  - When you place your action marker on a space with a number, you must immediately pay that amount of energy. If the space shows "?⚡", you will decide how much energy to spend during Action Resolution.
  - Action markers are always placed in the first empty space for the chosen action, starting from the left. The number of markers that can be placed on an action is limited by the number of spaces there. For example, you can place up to 4 markers on the Forage action, but only 1 person can look for Salvage or light the campfire.
  - A castaway *cannot* choose the same action twice during the same turn (for example, you cannot rest twice, or use 2 camp cards, or write in your diary twice).




The red player paid 2 energy to place her marker on the first space of the Forage action. The next player to place here will have to pay 1 energy.



• **Lost Castaways:** Castaways who are lost now try to get back to camp:

– Each lost castaway must use 1 action marker to move his lost token 1 space to the left on the return to camp track (this will reduce the roll you need to return by 1 point).

– Each *group* of lost castaways now rolls the dice. If the result (after applying any modifiers) is *higher than or equal to* the number indicated on the track, you manage to return to camp! You may now place your second action marker on an action as described above ("Castaways in Camp").

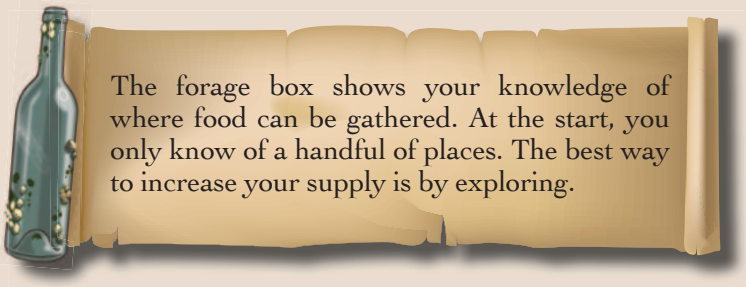
– If the number rolled is lower than the number indicated, each lost castaway must use his other action marker to again move his lost token 1 space to the left. Each group rolls the dice again and returns to camp if the roll is successful. If the second roll also fails, they will still be lost at the beginning of the next turn.

• **Action Resolution:** Now the actions are resolved from the top to the bottom and from left to right, as they are printed on the board. As you take an action, remove your marker from the board.

## FORAGE



Take 1 forage tile from the forage box and place it face up in storage. If there are no forage tiles left in the box, this action has no effect at all.




## WOOD



Take 1 wood token and place it in storage.

## WRITE IN DIARY



Take 1 SP tile without showing it to anybody.

## STORY POINTS (SP)



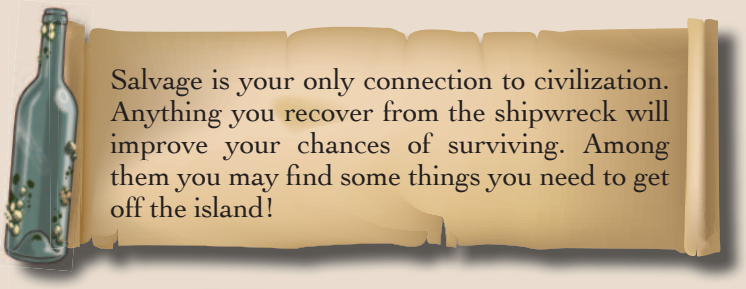
Story Points that you collect represent the notes in your diaries and how emotive your experiences are. If you don't make it off the island, nobody will ever hear about your adventures and your SPs won't have any value at all. But, if the castaways are rescued, the SPs will determine which of them will be remembered for generations to come as an example of heroism and survival skill. That castaway will win the game!

**NOTE: You may discard 1 of your SP tiles to re-roll any dice roll. Only 1 SP tile can be used on each roll.**

## SALVAGE



You can only choose this action if there is a black cube in the salvage space. Draw 5 cards from the remains of the ship deck and show them to the group. Each player chooses 1 card (you choose first, then going clockwise). When everyone has taken a card, discard the rest and remove the black cube from the salvage space.




## OBJECTS IN THE GAME

Objects can be given away or traded between castaways *at any time* ***except during exploration***. You are free to negotiate with your objects any way you want. But, a castaway is not forced to give back an object that someone has lent him!

Some objects have an SP value, which will be used in the scoring phase at the end of the game.




The *Machete* gives 1 SP at the end of the game.

## LIGHT THE CAMPFIRE



First, declare how much energy you want to spend to light the campfire (move the marker on your energy track), then roll 1 die. If the result of the roll is less than or equal to your declared energy **and** there is at least 1 wood in storage, flip the campfire tile to the "burning" side and place 1 wood token from storage on it.

## REST



Roll 1 die and compare it to the current shelter: you recover the amount of energy indicated—If no shelter has been built, you recover 1 energy. Then, remove the lowest injury cube from your energy track (if you have any).



Without a shelter, castaways only recover 1 ⚡ - it's just sleeping on the beach. You should build and upgrade your shelter as soon as possible to provide yourself with a good night's sleep.

You will find 6 Rest actions on the board, one after each main action. So, choose wisely the best time to have a rest.

After the third shelter is built, any castaway who rests will recover 3 energy on a roll of 1-3 and 4 energy on a roll of 4-6. After that, he will recover 1 injury.




## CAMP ACTION



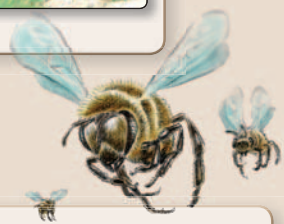
Choose 1 of the available actions on the camp board. Place your action marker on the chosen card and follow the instructions. **You cannot choose a card that already has an action marker**.

## BUILD



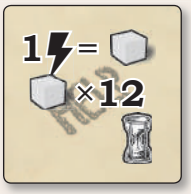
**There are 2 types of constructions:** those that must be completed in 1 turn (like shelters and raft) and those that can be continued over several turns (like sign in the sand and huge bonfire).

- **Single-turn constructions show the energy points and construction materials you must spend on the requirement side:** Starting with the castaway who began the build action and going clockwise, every castaway who is not lost states how much energy he will spend to help build. If the total amount of energy spent is higher than or equal to the amount shown on the tile and there are enough materials available, the construction is successful: remove the materials from storage, flip the tile, and place it on the matching space (each shelter tile is placed on top of the previous one). The player who began the construction takes 1 SP tile. If the castaways did not spend enough energy, the construction fails. The energy is still spent, but any materials remain in storage.
- **Multiple-turn constructions show an hourglass symbol** ⌛: Starting with the castaway who began the Build action and going clockwise, every castaway who is not lost states how much energy he will spend to help build. Place a white cube on the tile for each energy spent building if you are building the sign in the sand, or move a wood token from storage to the tile for each energy spent if you are building the huge bonfire. Once the number of materials on the tile meets the requirements, remove them from the board, flip the tile over, and place it in the matching space. The player who began the construction **on the turn it was completed** takes 1 SP tile.

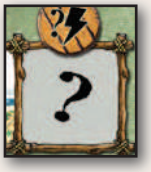





The level 1 Shelter has to be built in one single turn.




The sign in the sand can be built over many turns.



As the game goes on and you explore the island, you will find new constructions you can build. When they appear, place them on the appropriate spaces of the board. These spaces are not restricted: if a new construction is found, you can use any empty space next to the Build action. If there are no empty spaces, keep the tile to the side until one of the active constructions are finished and a space becomes available. You can build these using the same process described above.



The sign in the sand and the huge bonfire are 2 things that will help ships notice you. You shouldn't put off building these until the end of the game, or you may not have enough time to finish them!

## EXPLORATION



All players with an action marker on exploration become explorers for the turn, and join the *same exploring party*. There is only 1 exploring party per turn, and all explorers are together. The order of the markers on the action spaces determines the "walking order".

When an exploration begins, move the white cube on the return to camp track to the "4" space. Then, there are a series of "exploration rounds", following the order of the action markers on the exploration spaces. **During an exploration round, each explorer gets to take 1 action:** Explore or Return to Camp. exploration rounds are repeated until all explorers have returned to camp (or gotten lost).




• **Explore:** Draw the top card from an exploration deck or choose and resolve 1 Pending exploration card. You can only draw cards from a deck if the most advanced member of the exploring party has reached that area of the island (on the exploration track). To resolve the card:

**1)** Read the title and descriptive text out loud (to set the atmosphere).

**2)** If there is a footprint symbol, the explorers in the part of the island that card belongs to (or in an earlier area) advance their markers **1 space** on the exploration track.

NOTE: If the cube of an explorer lands on the last square, he reaches the highland (see End of the Game).

**3)** If there is a map icon, advance the white cube on the return to camp track the number of spaces listed.

**4)** If there is a SP icon, draw 1 SP tile (and keep it).

**5)** Follow the instructions on the card. Unless the card says otherwise, any benefit or damage from the exploration card only affects the castaway who drew it. If the card says "players", it means all of the castaways in the game. If it says "explorers", it means all of the explorers in the party. If the card says to add a card to another deck, **that deck should be shuffled** (unless the card says not to).

**6)** Unless the card says otherwise, remove it from the game after resolving it.

IMPORTANT: If the return to camp difficulty is on the "15" space, you cannot explore further and you must return to camp.

NOTE: When a card is fully resolved **and** there are no cards left in that deck, all castaways with markers in that part of the island immediately move their markers to the first space of the next part of the exploration track. This means that all of that part of the island has been explored. This also applies if someone enters a part of the island that has no cards. If the last deck is depleted all players advance to the headland and the end of game is triggered.

• **Return to Camp:** If you want to return to camp, first announce your desire. Each of the other explorers can decide to join you now and go back with you. Then, check the current return to camp difficulty and apply any modifiers (from castaway abilities, objects, weather, etc.).

Roll 2 dice: if the result is higher than or equal to the return to camp difficulty, you have made it back to camp safe and sound.

If the roll is unsuccessful, the group may re-roll if they spend an amount of energy equal to the number of returning explorers (as a group). You can repeat this as many times as you wish, as long as you pay the energy cost. If none of the rolls are successful, the group is lost: place your lost markers on the same return to camp track space that the white cube is on.

## CAMP CARDS

Some of the cards that you will find when exploring are new camp cards. These cards represent new actions that you can take. Place these camp cards on any empty space of the camp board.

If there are no empty spaces available, you will have to cover over one of the existing camp cards (which will no longer be available for use!). But, you may not cover any cards with a red background (the harmful cards). These cards must be dealt with before you can remove them from the game.



## EXPLORATION BOARD

If there are no cards left in a deck after a card is fully resolved, that part of the island is now completely explored—immediately advance all castaways in that area to the first space of the next part of the exploration track.




**CONTINUE:** The player reveals and resolves a card from an exploration deck or a Pending exploration.

### EXPLORATION TRACK

This section of the board is used to keep track of how far into the jungle each castaway has explored. It measures their experience and knowledge of the island.

Example: Yellow and Red are exploring together. Both of them can draw cards from the interior deck. Green has explored farther than they have, but since he is not part of their exploring party, they cannot draw cards from the heart of the island deck yet.

**LOST:** If none of the rolls are successful, the group gets lost and each explorer places his lost marker on the appropriate difficulty space.

## LOST CASTAWAYS

When castaways are lost, it may take them some time to get back to camp. Those lost in a group will try to return together. In this example, blue and yellow will roll together to return, then red will roll on his own.

When a castaway is lost, any food he owns is **not** available to the other castaways.




The island will provide you with food, water, and various opportunities. But, to be able to get them you need to know the island very well. Exploring is a must if you are going to be rescued, so don't save all the exploration for later turns: it might be too late!

## DECISIONS

Many cards force the player who drew the card to make a decision, while others make the whole group argue until they reach an agreement. The usual course of action is that players talk among themselves, offering their own points of view. But it's perfectly possible that they are unable to reach a final decision in some matters. If this happens, the majority decides. If there is a tie (and to avoid the game lasting forever), we recommend that each side of the argument performs a strength roll. The side with the highest result has the last word about that decision.

## IN CASE OF DOUBT

*Castaways* is a game with many options, and while we try to clarify all of the interactions between the cards, sometimes there is some doubt about how they should interact. In these cases, we recommend that the players use common sense. If that is not enough, you have the option of taking sides and performing a strength roll.

## ICONS USED ON THE CARDS

- Energy
- Forage tile
- Food token
- Roll a die
- Result of a roll
- SP Tile

## C) SURVIVAL (Lost Castaways Skip This Phase)

• **Feeding:** Exchange all tiles in storage for the number of white cubes shown and discard the tiles from the game. Then, distribute all of the food in storage, piece by piece, beginning with the starting player and going in turn order. Each castaway chooses 1 food from the storage (white cube or food token) and must either: eat it, return it to storage, or give it to another castaway to eat immediately. Food tokens and white cubes are equal in value.

**NOTE: The distribution of food *only* affects the food in the storage space, not any food tokens owned by individual castaways.**

Finally, the castaways can eat their own food tokens or give them to other castaways (who can decide to keep or eat it).

Each castaway must eat at least 1 food per turn or lose 1 energy and gain 2 injuries. For each food a castaway eats, he recovers 1 energy.



Pantry: This building allows you to store 1 food tile that won't be converted to white cubes. You can exchange this tile for white cubes during any Survival Phase. You can exchange the tile on the Pantry for any food tile in storage at any time.

• **Resting:** If the campfire is lit and there is a wood token on the fire, that wood is consumed (remove it from the board). If there is no wood, the campfire is extinguished (flip it).

Then, if the campfire is lit, each castaway recovers 1 energy. If it isn't, each castaway loses 1 energy.



### The Campfire

To get the advantages of the campfire, you must light it and keep it alive with wood. While the fire is burning, *any* castaway can take 1 wood token from storage and place it on the campfire at any time during the action Phase. This *does not* count as an action. If the campfire is extinguished because of neglect, weather, or shortage of fuel, you will have to light it again with a Light the Campfire action.

## D) THE END OF THE TURN

• **Injuries**: Each castaway with injuries must roll as many dice as injuries on his energy track. If you roll at least one "1", your injuries worsen: you must replace the top injury with a trauma (swap the white cube for a black cube).

• **Upkeep:**

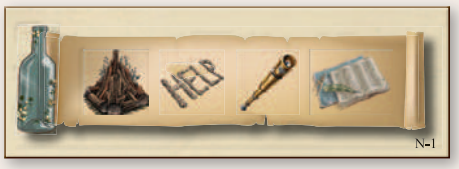
1. Remove all white cubes from storage: that food rots! Any Food tokens remain (they are non-perishable).
2. Each group of lost explorers moves their lost tokens down 1 space on the Return to Camp Track.
3. The starting player passes the white action marker and starting player tile to the next player clockwise *who is not lost*. If all castaways are lost, the starting player passes to the player on his left.
4. If all castaways are lost, the campfire is extinguished: flip the tile.

# END OF THE GAME

The first player to reach the headland (the last space on the exploration track) must decide whether the game ends that turn or at the end of the next turn. The game continues as normal until the Survival Phase of the last turn is complete. Then, the group checks the active event card and all event cards left in the deck to see if they can signal the ship.

NOTE: Make sure that you are back in camp when the game ends! Castaways that are lost at the end of the game won't be rescued, even if the group manages to leave the island: they will remain lost and do not take part in the Final Scoring. If no castaways manage to get off the island, there is no Final Scoring and the game has no winner!

### Example




This event card shows the huge bonfire, sign in the sand, Spyglass, and Captain's Log. If the castaways have these items, they are rescued from the island!

## LEAVING THE ISLAND

At the bottom of each event card is a list of the constructions and objects you need to signal the rescue ship. If the group owns all of the objects and the required constructions have been built, the castaways are rescued! Otherwise, the ship passes by without noticing them.

Only 1 event card has to be matched in order to be rescued.

# PLAYING SOLO

If you are alone on the island, use the following changes to the rules:

- Since you are the starting player every turn, you always get to use the white action marker. You can use it for a camp card action (as normal), or you can assign it to any of the other actions on the board except exploration. Your starting action is always resolved immediately, and does not count as a repeated action if you use it again during the same turn.
- Remove the "Difficult Relationship" plot card from the game. Also, the "Greed" card has no effect.
- When you use the Salvage action, you may keep a second card if you pay 1 additional energy.



To be alone on the island can leave you in a very risky situation. The energy cost to build or light the campfire are the same as for a group, making these activities more difficult. Actions that were easy to perform with the help of a group now require a huge effort.

No one said it was easy to escape from a deserted island…

## INCREASING THE DIFICULTY

Once you have successfully left the island, you may want to make the game more challenging. Simply ignore the rule that allows you to discard an SP tile to re-roll the dice.

You can also forbid the exchange of objects between lost and non-lost castaways.

## CREATE YOUR OWN ADVENTURES

We have included 6 blank cards in the game so you can write your own story. You will find 1 event card, 1 remains of the ship card, 1 base camp card, 1 coast card, 1 interior card, and 1 heart card.

If you have a really great idea, we want to see it! Send an email to tramas@homoludicus.org. If we decide to include it in a future expansion, your name will appear on it!



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